MATH GAMES AND WORD PROBLEMS

commodore
COMPUTERS

MATH GAMES AND WORD PROBLEMS

PUBLIC DOMAIN

Math is an important life skill. Because the way you learn to do things well is by practicing, we are giving you the chance to polish up on your arithmetic skills. MATH GAMES AND WORD PROBLEMS is a collection of math practice programs for you to enjoy. These programs review word problems and simple math operations. Here are the programs included on the tape:

TIC TAC ARITHMETIC
STORY PROBLEMS
ADD AND SUBTRACT
CASH REGISTER
MATH MANIA
REVERSE
NUMBER TOE
CAR RACE MULT

These programs provide practice in addition, subtraction, multiplication and division. Personalized story problems are included to challenge your problem solving abilities.

Most programs on the tape are intended for one player to compete against the computer, but there are many ways to change the activities to include partners or small groups. If you want to know more about the programs, read the following descriptions. Directions for using the programs appear on the screen as you are running them.

The programs can be used by learners grade two through adult. They entertain, as well as effectively meet the need for practice in basic math operations.

Directions for loading each program are included with the descriptions that follow. Instructions will appear on screen as you are playing each game.

INSTRUCTIONS FOR LOADING THE PROGRAMS

1. With Side 1 of the tape facing up, place the cassette into the DATASSETTE™.

2. Close the DATASSETTE™ cover and press the REWIND button.

3. When the tape is completely rewound, press the STOP button.

4. On the keyboard type LOAD "NAME OF PROGRAM"<RETURN> Note: <RETURN> always means to press the RETURN key.

5. PRESS PLAY ON TAPE will be shown on your TV or monitor screen. Your screen will look like this:

```
READY.
LOAD "NAME OF PROGRAM"

PRESS PLAY ON TAPE
OK
```

6. Press the PLAY button on your DATASSETTE™. OK is shown on the screen.

7. The computer now looks for the program on the tape and shows SEARCHING FOR PROGRAM.

8. Once the computer finds the program, FOUND PROGRAM and LOADING are shown. Your screen will now look like this:

```
READY
LOAD "PROGRAM"

PRESS PLAY ON TAPE
OK

SEARCHING FOR PROGRAM
FOUND PROGRAM

LOADING
```

9. After about one minute, READY will be shown on the screen with a blinking box underneath it. The blinking box is a cursor which shows where the next character you input will be placed.

10. To begin the program, type RUN <RETURN.>

****Don't forget, you need to type in the title of the program you want to run, not "NAME OF PROGRAM," each time you load.

****All programs can be started in a similar manner. If you want to stop the program before it is completed, press the STOP button. Then press the EJECT button on your DATASSETTE™ and turn OFF your computer.

TIC TAC ARITHMETIC

Use one or more simple math operations (+, —, x, ÷) to meet the challenge of this game. Designed for two players to match TIC TAC TOE tactics, this program provides practice in mathematical calculations. You choose the levels of difficulty, digit by digit, using a range of numbers from —99 to 100. This provides a good way to sharpen up your old arithmetic skills or to practice the ones you've just learned.

TIC TAC ARITHMETIC will be enjoyed by players grade 2 through adult.

STORY PROBLEMS

Imagine being able to write math problems that include YOU and all YOUR friends—story problems that tell about YOUR favorite kinds of food and animals!! You can solve up to 20 problems in each set by using your arithmetic skills. A special report telling you how well you've done at the end of each group is sure to be the happy ending to your STORY PROBLEM.

Problem solvers in grades 2 through 5 will want to give this a try.

ADD AND SUBTRACT

We're certain that positive and negative numbers won't be a problem for you after tryng ADD AND SUBTRACT. You'll have the chance to learn all about simplifying signs in positive (+34) and negative (—28) numbers. You'll be given many chances to practice rewriting them before we show you how to add and subtract them. Just tell us how many problems you would like to try and we'll do the rest. Help is always just a keystroke away. ADD AND SUBTRACT is an interesting way to learn about and practice using signed numbers.

This is positively perfect for mathematicians grades 6 through 9.

CASH REGISTER

If you have ever wanted to be a cashier, here's your chance. CASH REGISTER puts you in charge of the cash flow of a grocery store. Making the right change is the goal as many shoppers purchase items from your stock. Change can be returned in pennies, nickles, dimes, quarters or dollars; your job is to give back the correct amount. Players, whose subtraction pencils need sharpening, will benefit from playing store with CASH REGISTER.

This program is of interest to shopkeepers in grades 2 through 6.

MATH MANIA

Driving like crazy to capture problems is okay when you're playing MATH MANIA. You'll be working with addition, subtraction, multiplication and division problems trying to drive your score up to 100. The harder the problem, the more points you will get for a correct answer. There are four levels of difficulty sure to turn you into a math maniac as you try harder and harder to top your last score.

You can play against the time clock or against yourself in order to increase your score of problems done correctly.

MATH MANIA is best suited for math maniacs in grades 3 through 6.

REVERSE

Use your problem solving skills to rearrange nine random numbers into counting order. In order to unscramble the numbers, you select how many of the numbers the computer should reverse at any particular time. The fewer number of moves it takes for you to rearrange the digits in order (1—2—3—4—5—6—7—8—9), the better your score.

REVERSE is a challenge intended for serious thinkers from grades 3 through 8.

NUMBER TOE

Line up your addition facts as you and a friend try to outsmart one another. Arrange the digits 1 through 9 in the blocks on a grid so that the first two digits placed in the row, in the column, or on the diagonal equal the third digit. Try to be the last one to place a number in a box where a correct sum will result. The winner is the player with the most rows, columns, or diagonals completed correctly.

Players in grades 2 through 6 will be falling in line to try NUMBER TOE.

CAR RACE MULT

Don't worry about traffic signs when you are playing CAR RACE MULT. The only signs that really count are the multiplication signs. You will be racing your car against a friend and answering questions as you go. Each correct answer pushes your car toward the finish line. Here's an interesting way for you and a friend to get the multiplication practice you need.

Players in grades 3 through 5 will enjoy this multiplication competition.

COPYRIGHT

This software product is copyrighted and all rights reserved by Commodore Electronics, Ltd. The distribution and sale of this product are intended for the use of the original purchaser only. Lawful users of this program are hereby licensed only to read the program, from its medium into memory of a computer, solely for the purpose of executing the program. Duplicating, copying, selling, or otherwise distributing this product is a violation of the law.

This manual is copyrighted and all rights are reserved. This document may not, in whole or in part, be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine readable form without prior consent, in writing, from Commodore Electronics, Ltd.

DISCLAIMER

COMMODORE ELECTRONICS, LTD. ("COMMODORE") MAKES NO WARRANTIES, EITHER EXPRESSED OR IMPLIED, WITH RESPECT TO THE PROGRAM DESCRIBED HEREIN, ITS QUALITY, PERFORMANCE, MERCHANTABILITY, OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS PROGRAM IS SOLD "AS IS." THE ENTIRE RISK AS TO ITS QUALITY AND PERFORMANCE IS WITH THE BUYER. SHOULD THE PROGRAM PROVE DEFECTIVE FOLLOWING ITS PURCHASE, THE BUYER (AND NOT THE CREATOR OF THE PROGRAM, COMMODORE, THEIR DISTRIBUTORS OR THEIR RETAILERS) ASSUMES THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION AND ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES. IN NO EVENT WILL COMMODORE BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME LAWS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITIES FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY.

Commodore Business Machines, Inc.
1200 Wilson Drive • West Chester, PA 19380

Commodore Business Machines, Limited
3370 Pharmacy Avenue • Agincourt, Ontario, M1W 2K4